

Just Delete It!

Johnny Winn

@johnny_rugger



“A **Big Ball of Mud** is a haphazardly structured, sprawling, sloppy, duct-tape-and-baling-wire, **spaghetti-code jungle**. These systems show unmistakable signs of unregulated growth, and repeated, expedient repair. Information is shared promiscuously among distant elements of the system, **often to the point where nearly all the important information becomes global or duplicated.**”

~ Brian Foote and Joseph Yoder, Big Ball of Mud 1997

First Commit Message

1aff625 This is not a dress rehearsal - this is your life

d5f041d Evolution is all about looking forward

ae6d4bd Make it so...



BRACE YOURSELVES



WINTER IS COMING



How Did We Get Here?

- ★ Pressures from outside engineering: business teams/sales
- ★ Developer turnover
- ★ Time



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Abstractions too often reflect temporary knowledge of a system & speculation of its potential. Instead of making code reusable, it couples the system to our past interpretations. We can reach too quickly for abstractions when isolation would be the better solution

11:37 AM - 23 Apr 2019

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Sébastien VARLET @svarlet · Apr 24
Replying to @johnny_rugger
It sounds like you described overengineered indirections (not hiding details and speculative design), not abstractions.

Sébastien VARLET @svarlet · Apr 24
And it sounds like what you call isolation is abstraction. :D

status quo perpetuated by traditional schooling.

DRY is More Than Code

“Let’s get something out of the way up-front. In the first edition of this book we did a poor job of explaining just what we meant by Don’t Repeat Yourself. Many people took it to refer to code only: they thought that DRY means “don’t copy-and-paste lines of source.”

~ Dave Thomas, Andy Hunt, Pragmatic Programmer 20th

```
module.exports = leftpad;

function leftpad (str, len, ch) {
  str = String(str);

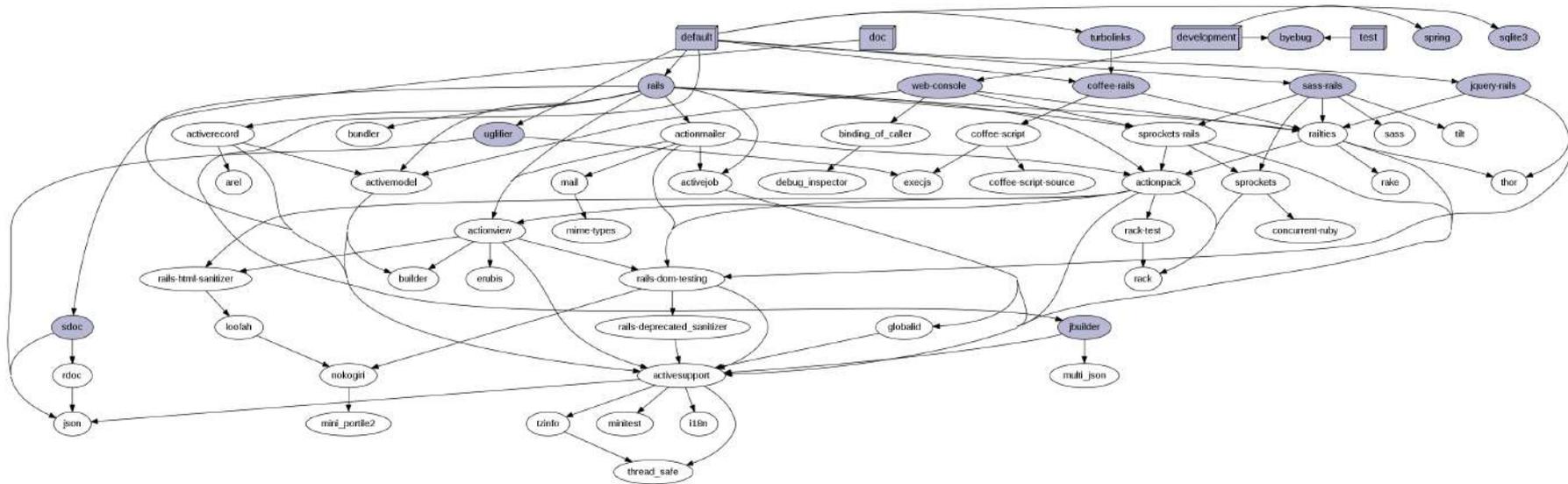
  var i = -1;

  if (!ch && ch !== 0) ch = ' ';

  len = len - str.length;

  while (++i < len) {
    str = ch + str;
  }

  return str;
}
```



“**DRY** is about the **duplication of knowledge, of intent.**”

~ Dave Thomas, Andy Hunt, Pragmatic Programmer 20th



Design By Contract

- ★ Define your data structures
- ★ Separate behaviors from state
- ★ Use specs to define contracts for functions

★ Focus on data transformation





References

Big Ball of Mud - Brian Foote & Joseph Yoder

The Art of Destroying Software - Greg Young

Pragmatic Programmer - Dave Thomas & Andy Hunt

Exercises for Programmers - Brian P. Hogan

Questions?

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weedmaps.com